

**Kindly Amend the Claims as Follows:**

Claim 1 (amended) - A method for gaming, the steps including:

enabling the gaming device upon receipt of a wager,

evoking chance means to produce a plurality of outcomes concurrently,

displaying the plurality of outcomes,

comparing each of the plurality of outcomes to an ultimate winning outcome,

triggering a subsequent event if any of the plurality of outcomes matches the ultimate winning outcome,

determining whether, if none of the plurality of outcomes matches the ultimate winning outcome, any of the plurality of outcomes matches an intermediate winning outcome,

awarding credits if any of the plurality of outcomes matches an intermediate winning outcome,

continuing to evoke chance means to produce subsequent pluralities of outcomes until said ultimate winning outcome is produced or until said subsequent outcomes are no longer possible, and

saving the current set of said outcomes and said subsequent outcomes on encoded moveable media, said encoded moveable media dispensed to the player for later use.

Claim 2 (amended) - The method of claim 1 wherein said chance means includes producing randomly-generated numbers corresponding to a randomly-numbered

playfield oriented in a row-and-column (RXC) matrix in which said ultimate winning outcome consists of matching all of said randomly-generated numbers to said randomly-numbered playfield.

Claim 9 (amended) - The method of claim 7 including configuring said subsequent gaming event by simulating a racing event.

Claim 18 (amended) - The method of claim 2 including forming said RXC matrix as a three dimensional array.

**Kindly Add the New Claims as Follows:**

Claim 20 (new) - A method for gaming, the steps including:

- enabling the gaming device upon receipt of a wager;
- evoking chance means to produce a plurality of outcomes concurrently;
- displaying the plurality of outcomes;
- comparing each of the plurality of outcomes to an ultimate winning outcome;
- triggering a subsequent event if any of the plurality of outcomes matches the ultimate winning outcome, wherein said subsequent event comprises:
  - awarding credits, and
  - engaging in a subsequent gaming event, wherein said subsequent gaming event comprises:
    - allowing a player to select a subset of outcomes from a set of possible outcomes,
    - generating outcomes,

comparing the selected subset of outcomes with the generated outcomes, and

awarding credits according to a payable for matches between the selected subset of outcomes and the generated outcomes;

determining whether, if none of the plurality of outcomes matches the ultimate winning outcome, any of the plurality of outcomes matches an intermediate winning outcome;

awarding credits if any of the plurality of outcomes matches an intermediate winning outcome;

continuing to evoke chance means to produce subsequent pluralities of outcomes until said ultimate winning outcome is produced or until said subsequent outcomes are no longer possible; and

saving the current set of said outcomes and said subsequent outcomes on encoded moveable media, said encoded moveable media dispensed to the player for later use.

Claim 21 (new) - The method of claim 7 including configuring said subsequent gaming event as Keno.

Claim 22 (new) - A method for gaming, the steps including:

enabling the gaming device upon receipt of a wager;

receiving from the player a target outcome;

generating outcomes;

comparing the generated outcomes with the target outcome; and

awarding credits according to a paytable, should the generated outcome match the target outcome.

Claim 23 (new) - A gaming device, comprising, in combination:

a display;

a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes;

means for accepting a target outcome from a player;

means for comparing each of said plurality of outcomes to said target outcome; and

award means for awarding a player if any of said plurality of outcomes matches said target outcome.

Claim 24 (new) - A gaming device, comprising, in combination:

a display;

a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes for a first gaming event;

means for transferring a subset of said plurality of outcomes for said first gaming event to a second gaming event that is concurrent;

continuance means for engaging said means for transferring outcomes to said second gaming event during a plurality of said first gaming events;

first award means for issuing awards according to said first gaming event; and